This will be my ripping guide for both Breakout and New Eyes!

first you will need the following: Asset Studio and Game Extractor.

you can get those right here

next step: you need a copy of the game on steam or pc cd alone. as long as you're on windows!

next step: open Breakout with AS and for New Eyes, use GE!

next step: on AS, find the stage or scene files, one of them should contain sprites and another has all the sounds in there!

next step: on GE, simply click on data.vis and bingo all sounds and sprites should be there! you just need to extract them on a separate new folder to avoid dumping them on the

wrong folder!

final step: you're good! congratulations.

revised guide

First you will need the following

Game Extractor (this is free now and you can download it from one of the following links below. its safe and trust me its the only solution to look inside the files of this game! I like to give special thanks to Kippy for providing the tool to me since he purchased it for me!)

https://www.mediafire.com/file/suj6zefhfxou9an/game_extractor.zip/file

if the mediafire doesn't work, try my other upload on internet archive!

https://archive.org/details/game-extractor_202509

Ok. the next thing you need most importantly is the game, you need to get this on your own. I have a copy of the game but its Steam version. I mainly prefer the regular pc version for easier offline access but I do not have this one yet sadly.

Once you access the game, open GE and copy paste the address to the local files for your game. there, you can find the following: character folder, scene folder, and data.vis those are exactly what you need!

To look into character and scene, you must go to their folders inside and try to click on the ones that open. some are empty and you will see a message that tells you theres nothing. if

there is something inside one of the vs or vc files from one of the folders you will get sounds or images! they are in ogg and webp format.

before clicking that extract all button, you must copy and paste the address to a new folder you will make. create a new folder on desktop I prefer "Edna 2 dump" and copy the address there inside that folder and paste it on the extract destination and your newly dumped files should go there!

Data.vis contains mostly voice clips from the narrator, Harvey, and a few from the tutorial guy and Lilli!

Scene and character contains exactly what we're looking for: sprites and voices for the characters as well as sound effects!